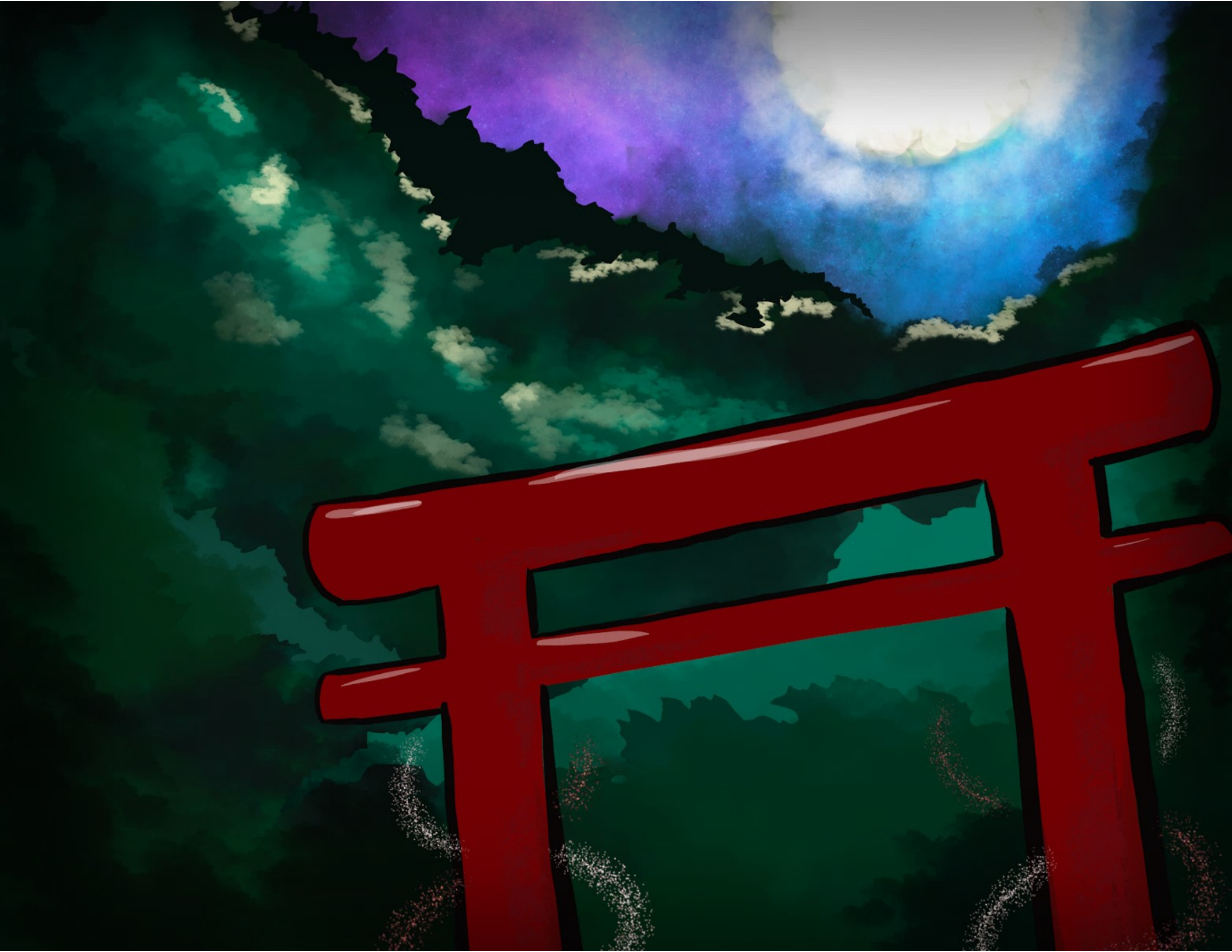
SHADOW
ANIMUS
© DUSTIN HUDDLESTON 2020



THIS GAME WAS MADE WITH NESMAKER, AN INCREDIBLE TOOL FOR HOMEBREW GAME DEVELOPMENT THAT YOU CAN FIND HERE: HTTP://WWW.THENEW8BITHEROES.COM/

THANKS TO JOE GRANATO, AND ALL THE AMAZING MEMBERS OF THE NESMAKER COMMUNITY THAT MADE THIS POSSIBLE. BE SURE TO CHECK OUT ALL THE OTHER UNIQUE AND FUN GAMES BEING MADE.

EVER SINCE I PLAYED MY FIRST NES GAME IT HAS BEEN MY DREAM TO MAKE GAMES LIKE THE HEROES OF MY CHILDHOOD. I AM BLESSED TO BE MAKING THIS, MY SECOND, (OF MANY) GAMES. ABOVE ALL ELSE I HOPE THAT YOU ENJOY SHADOW ANIMUS AND HAVE FUN PLAYING!

DUSTIN HUDDLESTON (CHRONICLER OF LEGENDS)

# NEOTERICA: THE FRAGMENTED WORLD

AN UNUSUAL PLANET DAMAGED BY A GRAVITATIONAL ANOMOLY FAR IN THE PAST. CHRONO AND AVIE HAVE VENTURED TO ONE OF THE PLANET'S ORBITING AESTEROIDS IN PRIOR ADVENTURES. OUR STORY THIS TIME CENTERS ON THE FAR SOUTHERN REACHES OF THIS FRACTURED WORLD, DEEP IN THE HEART OF NEOTERICA'S VAST FORESTS. ISOLATED FROM THE GREAT SOCIAL AND SPACE FARING HUBS THESE FORESTS ARE LARGELY AVOIDED AND FEARED DUE TO THE STRANGE TALES TOLD BY THOSE WHO DARE TO EXPLORE THEM.

# THE LAND OF LOSS: A VILLAGE OUT OF TIME

A MYSTIFYING PLACE, SEEMINGLY FROM ANOTHER ERA, THIS VILLAGE APPEARS WITHOUT WARNING. REPORTS FROM THOSE LOST IN THE DENSE FOREST VARY WILDLY. A VILLAGE OF PERPETUAL NIGHT SURROUNDED BY RUMORS AND INTRIGUE. MANY CLAIM "THE LAND OF LOSS" IS FILLED WITH TREASURE BEYOND MEASURE BUT GURADED BY VILE AND VENGEFUL BEASTS. SUCH TALES LEAD THOSE WITH CURIOUS, AND HUNGRY, HEARTS TO SEARCH FOR THE VILLAGE.

# ON A QUEST FOR ANSWERS
# AND THE HUNT FOR YOU MISSING HUSBAND. . .

IT HAS BEEN A MONTH SINCE AVIE RECIEVED CHRONO'S LAST COMM MESSAGE. HE'D TOLD HER, IN VERY VAGUE TERMS, OF THE JOB. GATHER INTEL ON NEOTERICA ABOUT THIS VILLAGE, FIND A LEAD, AND IF POSSIBLE GO IN PERSON TO "THE LAND OF LOSS." AVIE KNOWS HER HUSBAND WELL, AND AFTER WAITING A MONTH SHE SENSES SOMETHING IS AMISS.

ABLE BODIED AND WITH TALENTS OF HER OWN AVIE IS NO STRANGER TO THE MYSTERY, INTRIGUE, AND THE DANGER THAT OFTEN FOLLOWS THOSE IN HER LINE OF WORK. A SUPERNATURAL SEEKER AND SEER FOR TRUTH: AVIE KNOWS WHAT SHE MUST DO. AS AVIE YOU WILL GO WHERE FEW HAVE GONE, AND MANY FEAR TO TREAD. ARMED WITH LITTLE MORE THAN YOUR WITS, AND SUPERNATURAL SENSES, YOU WILL ENTER "THE LAND OF LOSS."

TAKE HEART AND FIND YOUR STRENGTH. AVIE'S ABILITIES ARE POWERFUL, AND THE LIGHT OF HER FOXFIRE OFFERS A GREAT FORM OF PROTECTION. IN THE LAND OF LOSS YOU WILL NEED HER POWERS AND CUNNING INTELLECT IF YOU ARE TO SURVIVE, RESCUE YOUR LOVE, AND GET OUT ALIVE...

# AVIE: MISTRESS OF THE ARCANE

YOU PLAY AS AVIE, AN INVESTIGATOR AND PROBLEM SOLVER OF ALL THINGS PARANORMAL. KNOWN FOR TAKING ON OTHERWORDLY TASKS, FROM MILD SPOOKS, TO INTERDIMENSIONAL WRAITHS SHE LOVES A GOOD SCARE. THE ONLY THING SHE LOVES MORE IS CHRONO. OFTEN ACCOMPANING HIM ON HIS OWN ADVENTURES, THIS TIME AVIE IS PREPARED TO DO WHAT SHE MUST TO REUNITE WITH CHRONO.

AS A VOLPE: A HUMANOID ALIEN RACE RESEMBLING BI-PEDAL FOXES, YOU HAVE MANY PHYSICAL ADVANTAGES OVER YOUR AVERAGE HUMAN ADVENTURER. BEING FAR MORE INTUNE WITH THE SPIRITUAL AND ETHEREAL YOU POSESS THE POWER OF FOXFIRE. THE ABILITY TO SUMMON A PURIFYING FLAME THAT WILL TOAST MINOR PHANTOMS AND GHOULS. A SKILL WITH MULTIPLE USES; FOXFIRE AND YOUR INTELLECT MUST BE USED IN TANDEM IF YOU ARE TO SURVIVE AND THRIVE IN THE STRANGE LAND OF LOSS...

# CREATURES OF THE NIGHT....

THIS QUEST IS NOT AS SIMPLE AS FINDING A FOOLISH HUSBAND WHO LOST HIS WAY IN THE WOODS. DARKER, AND MORE OMINOUS FORCES ARE AT WORK. CREATURES WRAPPED IN PUREST NIGHT DWELL HERE. LYING IN WAIT ARE BEINGS OF UNKNOWN ORIGIN, AND AWESOME MIGHT. BLACK AS THE VOID OF SPACE AND DEVOID OF ALL REASON, BEWARE, THESE CREATURES CANNOT BE REASONED WITH.

# SHADOW ANIMUS
## - THOSE WITH DARK HEARTS -

MORE FEARSOME THAN THOSE FERINE CREATURES THAT ACT ONLY ON INSTINCT ARE THOSE WITH MINDS. FEWER IN NUMBER BUT GREATER IN THREAT THESE ARE THE TRUE DANGERS IN THE DARK: THE SHADOW ANIMUS. LOGICAL, SWIFT, AND CUNNING THESE FOES ARE FAR MORE LIKE AVIE IN FORM AND ABILITY. THESE SHADOWY FORMS, TRAPPED IN UN-ENDING NIGHT LONG FOR ESCAPE.
LOST WITHOUT HOPE THE MADNESS CONSUMES THEM JUST AS IT WILL YOU GIVEN ENOUGH TIME. CAN YOU ESCAPE FROM THEM? CAN YOU FREE THEM FROM THEIR FATE? MOONLIGHT GLINTS UPON THEIR EYES, AND CLAWS, HERE ARE BUT A FEW OF THE CREATURES YOU WILL FACE.

### CACKLING CROW

AN ENORMOURS SENTINENT CROW.
HE SPEAKS IN RIDDLES AND DEMANDS TRIBUTE.
DO AS HE ASKS, BRING HIM WHAT HE WANTS.
IF YOU VALUE YOUR LIFE DO NOT IGNORE HIM...

# SHADOW ANIMUS
## - THOSE WITH DARK HEARTS -

### LEERING LOUP

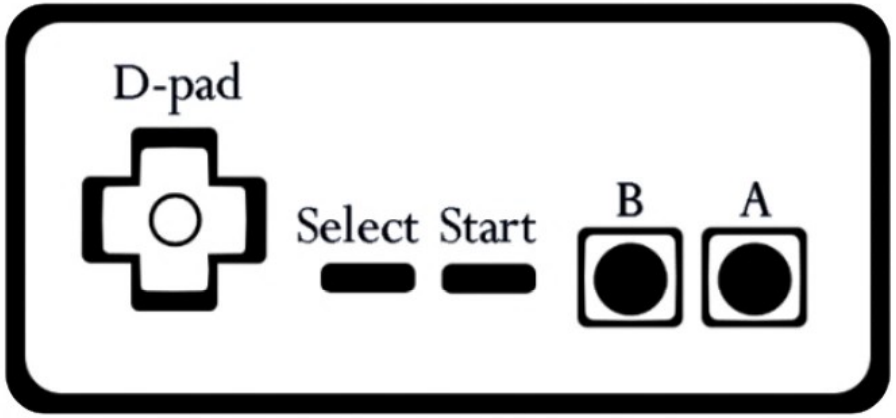
A LARGE WEREWOLF LIKE CREATURE.
STARING AND STALKING AVIE THROUGHOUT THE VILLAGE.
WHERE DID HE COME FROM?
YOU'D BETTER HIDE IF HE SEES YOU...

### ???

THERE ARE OTHER SHADOW ANIMUS WITHIN THE LAND OF LOSS. EACH WITH IT'S OWN MOTIVES, EACH WITH IT'S OWN DEADLY ABILITIES. LISTEN, LOOK, AND LEARN ALL THAT YOU CAN. FIND CLUES IN THE VILLAGE, SCOURE THE AREA FOR INFORMATION, AND PREPARE TO TAKE ON THESE FOES!

# CONTROLS

YOU CAN USE THESE CONTROLS TO CONTROL AVIE ON HER ADVENTURE:



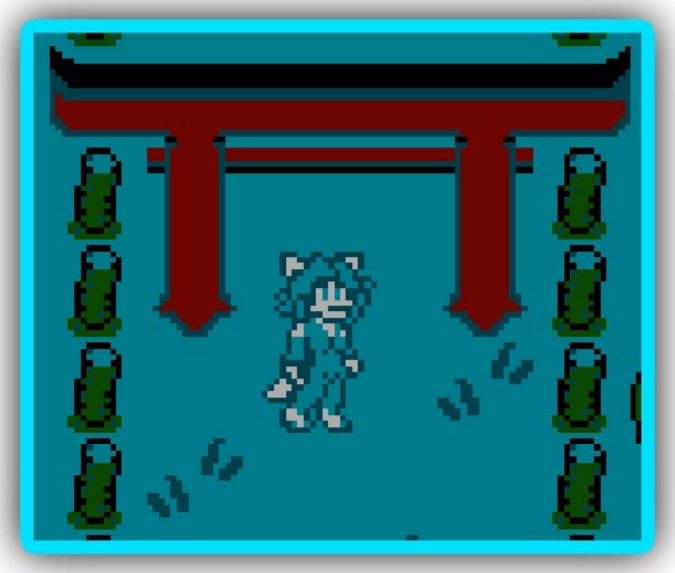

START: START GAME / PAUSE

SELECT: OPEN MENU/ INVENTORY

D-PAD: MOVE AVIE

B: INTERACT WITH OBJECT, READ SIGN, SPEAK TO NPC

A: USE FOXFIRE (RECHARGES WHEN NOT BEING USED)



D-PAD (IN MENU): SELECT ITEM/S

B (IN MENU): CONFIRM SELECTION, USE / GIVE ITEM

# MAP OF "THE LAND OF LOSS"

DETAILS ABOUT THIS MYSTERIOUS VILLAGE ARE SCARCE. ACCOUNTS VARY AND THOSE THAT HAVE FULLY EXPLORED THIS PLACE HAVE NEVER BEEN SEEN AGAIN. A ROUGH IDEA OF THE LAYOUT,BASED ON THE ACCOUNTS OF THOSE WHO RETURNED, FOLLOWS.

## Northwest Woods

The sprawling woods that you enter immediately after passing under the village gate. A large and winding sprawl of grass and trees. They are densely packed but follow the path and you will reach the outskirts of the village and the farming area surrounding it.

## Graveyard

A largely abandoned graveyard sits to the south of the woods, outside the village proper. Divided by district, like the village, it has a well maintained central set of plots and on the outskirts a sprawling and wooded section that goes off deeper into woods and long forgotten paths. Maybe one of them leads to something hidden?

## Village Well (Lower District)

The well is the center of the village's lower district. This area serves as a hub area to orient yourself with all other locations. The houses and area looks more well kept and higher class than the poor farmer's area outisde of the village proper.

## THE SHRINE

THE LARGE AND ORNATE SHRINE SITS ATOP
THE HILL AND NORTHERN MOST AREA OF THE VILLAGE.
THE WELL IS DIRECTLY TO THE SOUTH OF THIS HILLTOP MANSION.
HIGHLY ELABORATE IN DESIGN AND VISUALLY STRIKING WHAT
SECRETS ARE HELD WITHIN?

## MERCHANT STALLS (UPPER DISTRICT)

THE VILLAGE MARKETPLACE AND HOME OF THE MOST LUXURIOUS HOUSES.
THIS HIGH CLASS NEIGHBORHOOD LIES TO THE EAST OF THE VILLAGE WELL.
SHROUDED IN DARKNESS AND BEAUTIFUL TO BEHOLD THE BUILDINGS HERE
HIDE MANY SECRETS...

## THE PIT

VERY FEW REPORTS DESCIRBE THIS AREA.
DARK AS THE VOID, SURROUNDED BY NOXIOUS FUMES,
AND PLAUGED BY HOWLING. THESE ARE JUST A FEW OF
THE FRAGMENTS OF KNOWLEDGE OF THIS PLACE.
WHATEVER LIES WITHIN THE PIT, NONE NOW LIVING KNOW.

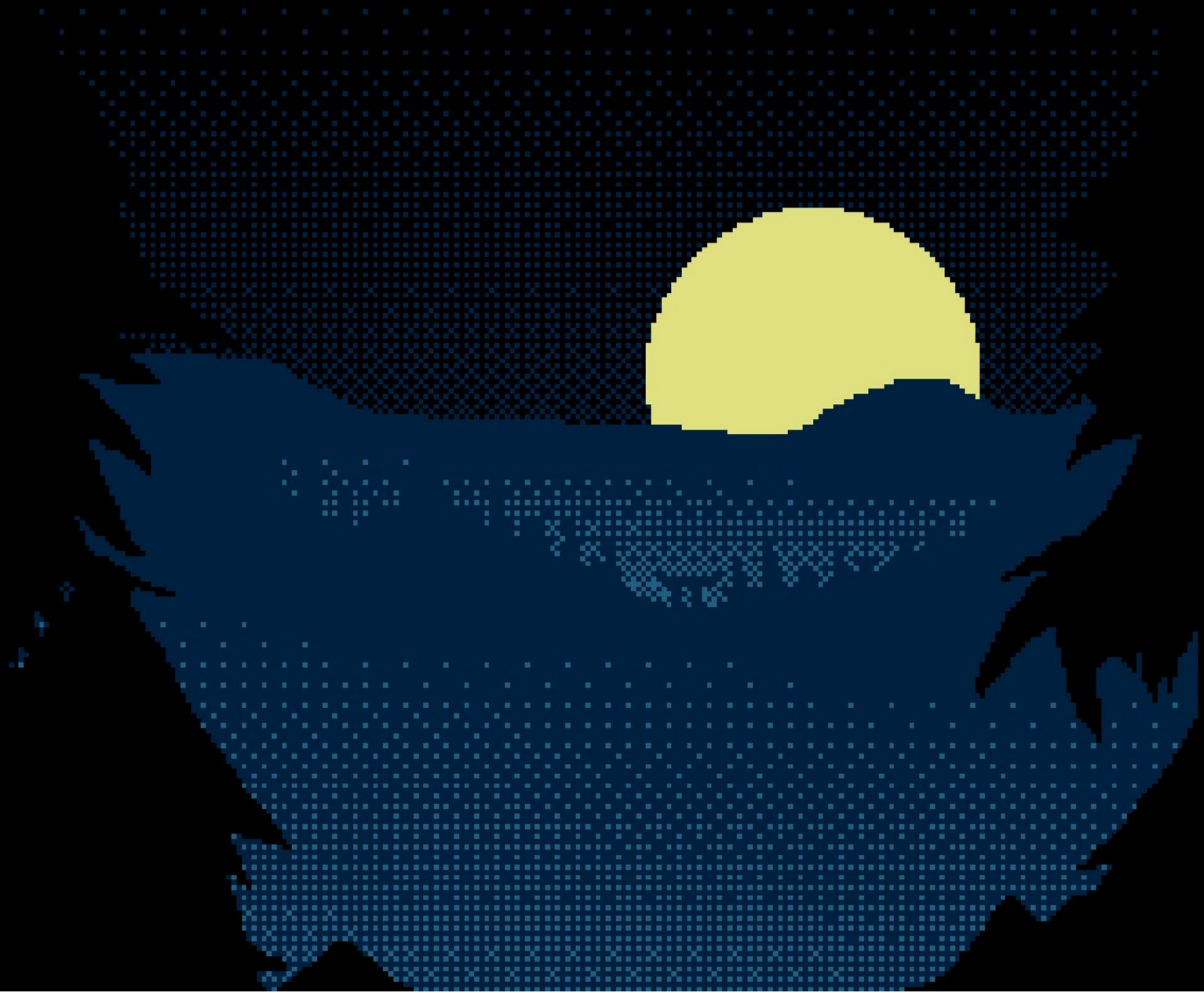
# NON-PLAYER CHARACTERS

THROUGHOUT YOUR EXPLORATION OF "THE LAND OF LOSS"
YOU WILL ENCOUNTER MANY ENEMIRES BUT ALSO ALLIES.
THOUGH WHO IS FRIEND AND WHO IS FOE MAY BE UNKONWN AT FIRST.
BE SURE TO TALK TO EVERYONE YOU ENOUNTER AND HELP ANYONE YOU CAN.
YOU MAY FIND YOUR KINDNESS AND CURIOUSITY REWARDED...

## SECRETS?

THE VILLAGE IN "THE LAND OF LOSS" IS QUITE LARGE WITH MANY AREAS TO EXPLORE. TAKE THE TIME TO INVESTIGATE ALL STRUCTURES AND GO INSIDE ANY BUILDINGS YOU FIND. YOU NEVER KNOW WHAT YOU MAY FIND; ITEMS OF USE, OR INFORMATION, MAYBE EVEN A LAUGH OR TWO?

# ADDITIONAL ART

# NOTES

FEAR THE DARKNESS INSIDE...